



Volume V, #6

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw
Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



4 Jun 95

Three Gamestarts!

This issue sees the beginning of three new games, "Utrapishtim", "Vengeance is Mine", and MAGIC REALM. The first will be our first HISTORY OF THE WORLD game using the optional rules. "Vengeance" will be OM'ed by Mark Frueh, who will e-mail me the results on the deadline for me to prettify and add a map. Anyone else want to subcontract out a game? The MR actual game start is being held up a month to allow a couple more promised characters in and to rectify a couple of VP problems. As things are pretty full here, we won't see another gamestart until something finishes up. "Boris VI", "Boris VIII", and "Inahulana" are the most likely candidate

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: Cheat boys with knucklebones, but men with oaths.
---Philip of Macedon

1856 has arrived and it's beautiful. Large, well written rulebook, thick tokens, plastic money rack, and heavy mounted boards. But why the fake US script for money instead of Canadian currency? As soon as I can score up three more local players, we'll review the game itself. Dan Farrow and Chuck Hanna have already signed up for a game in these pages which will happen when a) we get four to six players, and b) there's room in the mine. No word yet on 1870.

We'll be doing 5-week deadlines for the next two issues due to AvalonCon. Speaking of which, we still need one more for Team Boris (or at least a roommate). So far we have Wayne Morrison, Paul Saunders, and Boris himself.

AvalonCon is 2-6 Aug 95 at Hunt Valley, MD Marroff off I-83. I hope to most of y'all there.

BOOS & KUDOS

This month's Madame Baldur Press Excellence Award goes jointly to Ron Fisher (for his STP-VIE dispatch) and ~~the~~ the author of the first classified, both in "Boris VIII".

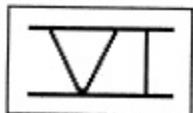
This month's Me Nar Super-Sudsy Bomb is lobbed at no one.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR ALL GAMES IS NOON (CDT) 8 JUL 95



PEACE FAILS! PEACE REPROPOSED! Fall 1913



199485

WALL STREET JOURNAL--The Peace factions have again failed to convince the warlords to end the madness. Russia has an opportunity to reclaim her capital and perhaps to make inroads into Scandinavia while the Royal Navy invades the Med in force. The Austrian Navy is badly split and is misdeployed. The new Peace Plan is probably stillborn.

TROOP MOVEMENTS

AUS (Morrison): [A Nap-Tun], F Tyn C A Nap-Tun, F Por S F Spa(ec), F Spa (sc) S A Mar, A Mar S F Spa(sc), [A Bur-Ruh](d), [A Mun-Kie], [A Ber S A Mun-Kie], A Sil S A Ber, [A Boh-Mun], F Aeg S F Bul(Sc), A Bud S A Rum, A Cal S A Rum, F Bul H, A Rum S A Gal;

ENG (York): F Mid-NAF, [F Wes-Tun], F Eng-Mid, F Bel H, [F Hol-Kie], [A Ruh S A Kie-Mun], [A Kie-Mun], [F Pru-Ber], F Bal S F Pru-Ber, A Par-Bur, A Gas S A Par-Bur, A Bre-Pic;

RUS (Anderson): [A Ukr-War], A Sev H, [A War-Pru], F Con-Smy, A Smy-Arm, F Bla-Con.

The A/E/R draw fails. It is repropose.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nep = no such place; nsu = no such unit; otb = off the board; otm = unit on the move, r-??? = unit is dislodged; u = unordered.

SUPPLY CENTER CHART

AUS: Bud Tri Ser Nap Rom Ven Vic Gre Spa Mun Ber Mar Por Bul Rum

(15) Build 1

ENG: Edi Lon Lpl Hol Nwy Bel Kie StP Den Swe Bre Par

(12) Even

RUS: Mos Sev War Con Smy Ank Tun

(7) Build 1

Due next time are orders for Spring 1914 and a vote on the latest proposed A/E/R draw.

CLASSIFIEDS

It may be that peace may be arranged along the border with Russia, vast amounts of vodka and schnappa have been consumed in a closed door meeting at Yalta to hammer out some kind of agreement.

ALDA-CHUR

FALL 1913 ACTION: no change.

Company	\$	Kroner	Pounds	Rubles	Value
RVE	3	10	358	0	\$4209
WOMEX	1	0	333	0	\$3997
PRB	0	264	1	0	\$3972
NEWBOT	4	192	0	74	\$3402
USED	0	183	20	0	\$2985
RETW	2293	0	0	0	\$2293
CCH	1	80	0	0	\$1201
FROG	10	73	0	0	\$1105
MT	0	0	0	0	\$ 0

LEGEND: CCH = Corporation for Currency Holding, FROG = Federal Reserve Option and Guarantee, NEWBOT = Neenah World Board of Trade, PRB = People's Revolutionary Bank, RETW = Retired Wayne, RVE = RV Exchange, USED = Uranian Circus Exchange & Depository, WOMEX = Wordelmann's Monetary Exchange.

The Alda-Chur Bourse is closed next season.



FRANCE OUT! AUSTRIA LIVES!

VII

Fall 1908

1994 AT

MURKWOOD: There's waiting in Budapest as the Imperial Army reoccupied the Imperial co-Capital. But there is no joy in Paris, which exchanged captors as news of the defeat of its "Lost Patrol" arrived. The Tear's victories over Austria are becoming expensive as Austria's German cousins exact revenge. The English seem unsure of Berlin's intentions. The time for a Italo-Germano-Turkish alliance couldn't be better. Can an Anglo-Russian one be far behind?

TROOP MOVEMENTS

Austria retreats A BUD to GAL.

AUS (J. Shacklett): A Ser-Bud, A Gal S A Ser-Bud;

ENG (Hanna): F Nrg-Edi, F Eng-Lon, F Mid S F Por-Spa(sc), F Spa(sc)-Lyo, F Por-Spa(sc), A Qaa-Par;

FRA (Freuh): [A Sil S GER A Mun-Boh](neo, r-???)

GER (Morrison): A StP-Mos, A Fin-StP, F Bal-Swe, F Nth H, A Bel H, A Mun S A Ber-Sil, A Ber-Sil, F Swe-Nwy

ITA (York): [A Ven-Tri], [F Wee-Spa(sc)], F Lyo-Mar, A Par-Bre, F Nap-Tyn, F Ion-Alb;

RUS (Carbonneau): A Bud-Tri, [A Ukr-War], F Bot-Lvn, A Vie S A Bud-Tri, [A Rum-Bud], A War H(u);

TUR (Anderson): A Alb-Ser, F Aeg S A Gre, F Gre H, A Bul S A Alb-Ser.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit, nso = unit not so ordered; nsp = no such place; neu = no such unit; oth = off the board; otm = unit on the move, r-??? = unit is dislodged and must retreat; u = unordered. French A SIL must retreat oth or to BOH or PRU where it will starve.

SUPPLY CENTER CHART

AUS: Bud-Bul-Ser

ENG: Edi Lon Lpl-Bre Por Spa +Par

FRA: -War

GER: Ber Kie Den Hol Swe Mun Bel Nwy +Mos +StP

ITA: Nap Rom Ven Tun Mar +Par +Bre

RUS: -Mos Sev Rum -StP Tri Vie +War

TUR: Ank Con Smy Gre +Bul +Ser

(1) Tear 1

(6) Even

(0) Tear 1*

(10) Build 2

(6) Even

(5) Tear 1

(6) Build 2

Due next time are the retreat, build/tears, and orders for Spring 1909. Especial thanks to Mark Frueh for playing out a bad, inherited position.

EMBASSY BEAT

MOSCOW: The attack in the north will lead to severe counter attacks very soon and be unstoppable.

BOLDHOME

FALL 1908 Action

PRB sells 500 crowns, 500 pounds, 500 lira, and 500 rubles, then buys 500 marks and 1500 piasters (\$287+395+635+545+495-635-1575 = \$117).

CLOWNS sell 500 crowns and buy 400 piasters (\$82+395-420 = \$57).

RVE sells 500 lira and buys 1000 pounds (\$2195+545-1270 = \$1470).

	USA	AUS	ENG	FRA	GER	ITA	RUS	TUR	
SPR OB:	1.00	0.79	1.27	0.69	1.27	1.09	0.99	1.05	
FAL OB:	1.00	0.69	1.32	0.00	1.32	0.99	0.94	1.24	
Corp	USA	AUS	ENG	FRA	GER	ITA	RUS	TUR	Value
PRB	117	0	1700	0	2000	2000	1000	3000	\$11702
RVE	1470	0	2000	0	3000	500	1500	0	\$9975
CHUCK	18	1	1100	1	1000	2600	501	1900	\$8239
CLOWNS	57	800	2700	0	1400	0	1500	400	\$7582
Par	0	1000	1000	1000	1000	1000	1000	1000	\$6520
TPB	31	1500	700	1100	1300	300	300	1600	\$6301
RTE	0	1000	1000	1750	500	500	500	1750	\$5840

Legend: CLOWNS = Contentual Liberties of Worthy Nations Securities, PRB = Peoples' Revolutionary Bank, RVE = RV Exchange, TPB = Tundra Peat Bank



TURKS, FRENCH & RUSSIANS OUT!

VIII

FALL 1985

1994 AD

ERRATA: Austrian A MUN must retreat otb or to BOH. German A Bel-Hol failed.

CLIFFHOME--Three Great Powers are no more. Now there are but four. Despite the loss of BUL to an Italian raider, Wormtongue controls 15 centers. BUL, ROM, NAP, TUN, and KIE are at his fingertips. Italy's hasty retreat home is providing tempting opportunities for England, but succumbing to temptation would probably precipitate the collapse of the Italian resistance and accelerate the dawning of Austrian hegemony. An Austro-English "understanding" would bring the war to a rapid close.

TROOP MOVEMENTS

Austrian A MUN retreated to BOH. German A BER retreated to KIE. Turkish A ANK retreated otb to oblivion.

AUS (Frying): A Mos S RUS A StP, A Pru S A Ber, A Ber S A Tri-Mun, A Sil S A Tri-Mun, A Tri-Mun, A Pie-Ven, A Boh S A Tri-Mun, A Ank S A Smy, A Smy S A Ank, A Sev drinks schnapps, F Ion-Apu, F Alb-Ion, A Tri S A Pie-Ven;

ENG (Anderson): A Fin-StP, F Bar S A Fin-StP, F Eng-Mid, F Nrg-Nth, F Mid-Wes, A Nwy S A Fin-StP;

FRA (Rezsarday): NMRI [A Hol H](u,d);

GER (Carbonneau): A Kie S A Mun-Ber, [A Mun-Ber](r-???), A Ruh-Hol, A Bel S A Ruh-Hol;

ITA (Zodda): F Aeg-Bul, F Naf-Tun, F Wes-Tyn, A Rom-Nap, A Gas-Spa, [A Bur S GER A Mun](otm), A Mar-Pie, [A Ven S A Mar-Pie](u, r-???);

RUS (R. Fisher): [A StP H](r-???);

TUR (Morriason): no units available.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; neo = unit not so ordered; nap = no such place; neu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered. German A MUN must retreat otb or to RUH. Italian A VEN must retreat otb or to ROM, TRL, or TUS. Russian A STP must retreat otb or to LVN where it will starve.

SUPPLY CENTER CHART

AUS: Bud Tri Vie Gre Ser -Bul Con Rum Sev War Mos Mun Smy +Ank +Ber +Ven	(15) Build 2
ENG: Edi Lon Lpi Nwy Swe Por +StP	(7) Build 1
FRA: -Hol	(0) Even = OUT
GER: -Ber Kie Den Bel +Hol	(4) Even *
ITA: Nap Rom -Ven Tun Mar Spa Bre Par +Bul	(8) Even **
RUS: -StP	(0) Tear 1 = OUT
TUR: -Ank	(0) Even = OUT

*If German A MUN retreats otb, Germany may not build 1 due to lack of empty home center.

**If Italian A VEN retreats otb, Italy may build 1 in ROM.

Due next time are orders for the retreats, Winter builds/tears, and orders for Spring 1906. Especial thanks to Tony and Wayne for playing out their adopted positions. Tony's initial position was especially gruesome.

EMBASSY BEAT

Berlin is disappointed not to hear from Rome. Warnings about Austria have fallen on deaf ears.

ST PETERSBURG-VIENNA: What now, Master Wormtongue (bow, scrape, bow, gravel, scrape)? I'll be good! I'll prove it. I can be as good a toady as that silly Italian King, always mincing in and out of your territories. Maybe I could retake MOS while you protect STP and then SEV, then back to STP and out so I can build a north coast fleet. Aw right! Then we'll kick the Limeys out of Lapland! *Ate the ticket! Then on to England ... ah, if that's alright with you of course....

BORIS WORLD PRESS REVIEW

Kief Times reports tough fighting on both East and West fronts but the army will fight to the end.

CLASSIFIEDS

King Zodda declared a major celebration throughout the kingdom. He discovered he could put Right Guard under his left arm. The world stands, from a distance, in awe of the Toady King.

Awe might not be the right word.



Spring 1901

1995X

CLEARWINE: Both France and Russia have come out swinging, much to the dismay of London and Vienna. It remains to be seen whether this is actual aggression or a neat propaganda campaign to lure the rest of Europe into unwise actions. If it is for real, Germany, Turkey, and Italy must soon decide which horse to bet on while hoping it's not all an elaborate trap. The stress of all this international mailing proved too much for Kaiser Marcel who has resigned in favor of Kaiser Jack. The German Press is Marcel's.

TROOP MOVEMENTS

AUS (K. Wilson): A Bud-Ser, A Vie-Tri, F Tri-Alb;
 ENO (Zodda): F Edi-Nrg, F Lon-Nth, A Lpi-Edi;
 FRA (Gorham): A Mar-Spa, A Par-Bur, F Bre-Eng;
 GER (Shacklett): A Ber-Sil, A Mun-Ruh, F Kie-Hol;
 ITA (Asfeld): A Rom-Nap, A Ven H, F Nap-Ion;
 RUS (Melnick): A Mos-Ukr, A War-Gal, [F Sev-Bla], F StP(sc)-Bot;
 TUR (Deb Osborne): A Con-Bul, A Smy-Con, [F Ank-Bla].

Orders in brackets fail. Due next time are orders for Fall 1901.

EMBASSY BEAT

BERLIN: The Foreign Ministry hopes that a lack of communication between our governments does not give them the idea that we are enemies.

ENGLAND to ALL: Communications with France and Germany have already broken off. Please come to my aid now!! Otherwise you may be next.

VIENNA to ALL: The Archduke wishes to assure his European neighbors and allies that he wishes no hostilities to any, but only desires those lands and peoples that rightfully are part of the Dual Monarchy. Furthermore, he offers the liberties enjoyed by the citizens of the Dual Monarchy to all persecuted people in Europe.

VIENNA to ROME: Why don't you write?!? If I see A VEN-TRI or TRI I will know why!

VIENNA to PARIS: Don't let distance keep us from talking.

BORIS WORLD PRESS REVIEW

Berlin Herald--Military authorities say that a full scale war would result if RUH, MUN, and TRI are occupied by a foreign power.

Washington Post--The RVE is again expanding it's market area by participating in the Clearwine Bourse.

Reliable Toady Seeks New Advisor. Send all inquiries to Buckingham Palace, London, England.

CLEARWINE**SPRING 1901 ACTION:**

BUTTS sells 500 francs then buys 200 marks, 200 rubles, and 100 piasters (\$0 + \$500 - \$200 - \$200 - \$100 = \$0).

PRB sells 500 crowns, 500 lira, and 500 rubles, then buys 800 francs and 700 marks. RetW sells 500 lira and 500 rubles then buys 500 crowns and 500 francs.

	USA	AUS	ENG	FRA	GER	ITA	RUS	TUR
WIN 00:	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
SPR 01:	1.00	1.00	1.00	1.08	1.09	0.90	0.92	1.01

Corp	USA	AUS	ENG	FRA	GER	ITA	RUS	TUR	Value
PRB	0	500	1000	1800	1700	500	500	1000	\$7335
RetW	0	1500	1000	1500	1000	500	500	1000	\$7140
Par	0	1000	1000	1000	1000	1000	1000	1000	\$7000
RVE	0	1000	1000	1000	1000	1000	1000	1000	\$7000
BUTTS	0	1000	1000	500	1200	1000	1200	1100	\$6959

LEGEND: BUTTS = Bankers Universal Trust & Trade Services, NAR = National Association of Retirees, PRB = Peoples' Revolutionary Bank, RetW = Retired Wayne, RVE = RV Exchange.



ENKIDU

POST-MORTEM



Anderson: Had bad cards; was passed worse until the last then got a good one.

Hare: Well, a badly played game on my part, though a good learning experience. I'd played HotW only twice before this game began, but have since played several additional games. I believe I got too stuck in the **Far East** during the first several epochs, so was never able to broaden my point base. So, now I know.

Congratulations to Rudy on a fine game, close to the very end.

Zieske: I dislike getting the Romans, as it always seems to make you a target for the rest of the game. I was surprised to have obtained the leading position going into the final epoch, especially with the total failure with the civil war, and the relatively poor (China) turn.

Zodda: Thanks to all for the great game. I thought the game was lost by my failure to reach China in Epochs VI and VII. I am especially grateful to David Anderson for passing the United States to the then leader Paul Zieske. Paul played an extremely impressive game due to his low strength points, but then again so did everyone. The game was thoroughly enjoyable and I look forward to getting into another one real soon. Who needs law books anyway???

GM: I thought Wayne was going to win it until Rudy did his Mughals/Russian flip-flop and that was the decisive factor in deciding between him, Wayne, and Paul. Dave's Epoch III "hold" of the Celts. I thought was unwise despite the fact it got him control of N Europe as he could have used a bit more geographical representation and might even have gotten the Romans! Other than that, well played, gentlemen!



WYNAPISHTIM

EPOCH I

3000 BC



THE CAST

Paul Saunders (O = Orange: Egypt)
Chuck Hanna (A = Azure: Indus Valley)
Kevin Wilson (R = Red: Minoans)

Wayne Morrison (G = Green: Shang Dyn)
Paul Zieske (P = Purple: Aryans)
Dan Osborne (B = Black: Babylonia)

Optional Rules "Persistence of Culture", "Fortresses", and US Navy pass. We'll denote monument color by "AM" for azure monument, "OM" for orange monument, etc. Forts are now "f" while fortresses are "F". It costs two units to build a fortress or 1 unit and a fort. The "Engineering" and "Empire(s) Fortify" event cards may be used to upgrade a fort to a fortress.

SUMERIA (W): Play 3A.C @ LTI.

EGYPT (O): Play 1A.C @ Nil. ...

Your cards are: _____

Due next time are orders for all of Epoch I.



INSHULLANA

EPOCH IV
388-758 AD



THE CRIST:

David Anderson (G = Green)
Rudy Zodda (O = Orange)
Michael Tsuk (B = Black)

Daniel Farrow (R = Red)
Debbie Osborne (B = Azure)
Marcel Carbonneau (P = Purple)

THE BOARD:

A1: UN(c,F); A11: Che, Ein, Mal, Mek, SiK.
B1: Cam(C), Gui, Wan; B11: Hin, L7i, MT(c), PPI(2,C,M), UTi; B111: EAn(M), GaD(c,M), GaV, Lev, Lin(M), PSD, Zag(C,M).
G1: Tur; G11: Lib.; G111: Alb(M), Dni, Hig, Ire, NGs.
O1: Ars; O11: Cau; O111: EDe, EGN, Irr, Tar, UIn(c,M), WDe, Wei.
P11: Bal, CEu, CMa, Cre(c,M), Dal, Dan, Mor(c), NAp, Nil(M), Nub, Pal, Pin, Pyr, SAp(C,M,F), Sha(c,M), S1b, W1b.
R111: GPC(c,M), Mon, Sze, Yan, Yel.
Fleets: Bla(B), EMS(P), Red(O), SCS(A), WMS.

SCORE (SP/VP): R(17/35), G(21/33), O(22/48), A(25/50); B(28/51), P(37/48).

Red passed to Green. Green passed to Orange. Orange passed to Red. Azure kept. Black passes to Purple. Purple had to pass to Black.

EPOCH IV:

CMPTAS (O): Play "Disaster by Sea" @ SAp (-C,M,F +c) and "Kingdom" @ Hig (+1A,c,F, 1G11 r-Ire). Play 1A @ EDe (1O11 r-WDe), 1F @ BoB, 2A @ GaV (5,1:6; 2,1:2; 2,2:1 -1OV,1B11), 2A @ UIn (4,4:6; 6,3:5 -1OV,1B11), 1A @ Lin (5,3:1 -1B11), 1A @ PSD (2,2:5,3 -1OIV). Score: 48 + C(1x2) + c(1) + M(2) + S(2) + Mid E(P=3) + China(P=3) + India(D=6) + N Eur(P=2) + SE Asia(P=2) = 71.

GOTHS (B): Play "Malay Peninsula": 1A,F,c @ Mal (1A11 r-Mek). Play "Barbarians" @ Alps: Dal (3,1:2 -1P11), CEu (5,1:2 -1P11), CMa (6,5:5 -1P11), NAp (5,2:6). Play 1A @ Dan (1P11 r-Bal), 2A @ Dni (4,2:4; 4,1:6; 6,3:1 -1BIV,1O11), 1A @ BSB, 1A @ Sca, 1A @ CEu, 1A @ WSt, 1A @ Est, 1A @ Tar (4,1:4,1; 4,2:6,2 -1BIV). Score: 51 + C(3x2) + c(3) + M(3) + S(2) + Mid E(D=6) + India(P=3) + N Eur(D=4) + SE Asia(P=2) = 83.

HUNS (R): Play "Barbarians" @ Tibet: Hin (4,3:4; 4,1:4, 3,1:6). Play "Elite Troops." Play 1A @ WSt (1BIV r-Est), 1A @ Tur (5,5,5:1 -1G1), 1A @ Hin (6,5,3:4,1), 3A @ PPI (3,2,1:5 -close Elite status), 5,4:4; 2,1:3; 6,4:3 -2RIV,2B11,C +c), 2A @ Zag (1,1:5; 5,5:3 -1RIV,1B11,C +c), 4A @ EAn (1,1:2; 4,3:5; 6,4:6; 3,1:4; 5,1:2 -3RIV,1B11), 2A,M @ Lev (5,2:6; 4,3:1 -1RIV,1B11). Score: 85 + c(3) + M(5) + Mid E(P=3) + China(D=6) + India(P=3) = 55.

BYZANTINES (A): Play "Disaster in Mts" @ PPI (-c,M) and "Empires Revive", playing 2A @ UNi, 1A @ Ein & Che. Play 1A,C,M @ Bal (2P11 r-Pin), 1F @ Bla (5,3:3 -1B1), 1A @ Wan (5,1:3 -1B1), 1A @ EAn (6,5:5,3 -1RIV), 1A @ Zag (5,4:1 -1RIV), 1A @ Dni (4,1:4,2; 6,3:5,4 -1BIV), 1A @ Cau (2,1:1 -1O11), 1A @ BSB (6,1:6; 4,1:3 -1BIV), 1A @ Dal (5,4:5; 5,3:2 -1P11), 1A @ CEu (4,2:4; 6,1:5 -1BIV). Score: 50 + C(1x2) + c(1) + M(3) + S(2) + Mid E(P=3) + N Afr(P=2) + China(P=3) + S Eur(P=3) + N Eur(P=2) + SE Asia(P=2) = 73.

TANG DYNASTY: No show.

ARABS (G): Play 1A,C,M @ Ars (-1O1, -1OF @ Red), 1A @ Pal (3,2:2 -1P11), 1A @ Lev (3,2:1 -1RIV), Play "Surprise Attack" @ EAn (6,3:4 -1AIV), 1A @ Zag (6,2:3 -1AIV), 1A @ Nil (6,1:6; 5,2:3 -1P11), 1A,M @ Nub (6,5:1 -1P11), Play "Treachery" @ UNi (-3A1,c,F), 1A @ Lib (-1G1), 2A @ Sha (2,1:6; 6,4:2 -1GIV,1P11,c), 1A @ S1b (6,4:5,4 -1P11), 1A @ Mti (5,3:4 -1B11,c), 1A @ PSD (3,1:3; 4,3:2 -1B11), 1A @ Lin (6,1:4 -1OIV), 2A @ UIn (2,1:3; 5,4:2 -1GIV,1OIV). Score: 33 + C(1x2) + M(10) + S(1) + Mid E(D=6) + N Afr(C=6) + India(P=3) + S Eur(P=3) + N Eur(D=4) = 68.

ANGLO-SAXONS (P111): Play 1A @ BSB (1AIV r-???) , 1F @ Nth, 1A @ Gui.

KHMERs (P): Play A,C @ Mek (2A11 r-SiK). Score=28 + C(3x2) + c(2) + M(6) + S(2) + Mid E(D=6) + India(D=6) = 51.

SCORE (SP/VP): O(30/71), R(31/55), A(37/73), B(38/83), G(39/68), P(42/48+).

---Continued on p 8



REVENGE IS SWEET

CABOOSE TALK



BUTITTA: Congratulations to Chuck for a well played game. He had two solid complimentary railroads and excellent runs. I rode Don's coattails all the game and wound up on his coattail at the end by a measly \$25. It was an easy but somewhat boring game after I decided to hold on to the PA stock and never got to the point of buying another railroad.

CHINNERY: Just barely beating Butitta I feel fortunate to end up in second. Not sure how smart I was on stealing PA from Butitta at the start as I was cash and stock poor for longest time. Only hope was to keep running PA for maximum payout. Congratulations to Chuck for a fine game and finish. I believe this makes second time he has beat me. Thanks to all for sticking in there until the end.

FISHER: I learned a lot in this game, like not to jump up on poor railroads right after Hanna rapes and pillages 'em. (He sure cured me of sucking eggs.) But Chuck did play an aggressive, well paced game and Don proved the slow-but-steady still has a strong finish. Well, at least I didn't finish last (Thanks, Wayne) [less than \$100, but I gratefully accept all gifts.]

HANNA: This game would make a good demonstration of the differences between PBM and FTF 1830. Just a few things I remember that could never have happened across a table: I bought 3 shares of NYNH&H in the first round, but it didn't float. Wayne bought 4 shares of NYC and got no one to help out. I managed to seize control of the NYC only because Wayne didn't know I was doing it. Two players each held 4 shares of PRR while there was at least 1 share available, but neither bought that 5th share for quite awhile. On the other hand, this game would have ended in a bankruptcy if any of a number of railroads had bought trains as fast as they could; in a FTF game where the finances aren't public, it probably would have happened. I find it very difficult to write conditional orders for all the conditions that might come up; most of the conditions that did come up in this game were ones I'd never thought of.

I really did want to run the NYC rather than dump it. But when I came up with the priority deal card two turns in a row, I figured the Great Engineer was trying to tell me something.

MORRISON: Congrats to Chuck! I came in dead last again. Someday I will learn how to play this game better.

GM: The first, and probably fatal, mistake I noticed was Wayne's purchase of the NYC so early. Not only did it not float immediately, but if it had, it had nowhere to go until Phase II allowed NY to upgrade. Ron's purchase of it later was too speculative for my taste but would've worked in a \$16000 game. Mike's singleminded manipulations to buy a diesel so late in the game for the Erie were also suspect, but if he could have had B&O get it, it might have been worth it. All in all, an interesting effort.

--"Inshullana" (continued from previous page)

Due next time are Marcel's orders for the Anglo-Saxons and Khmer, and everyone's pass/keep orders for Epoch V. I'll also need retreat orders for Bsb, Mek, Nga, CEu, EGH, Sze, Tur, Mon, etc. You have drawn _____. The passing order is right above. Orders for the Franks, Vikings, and Holy Romans from our snail-mailers would be appreciated. E-mailers will be notified ASAP.

THE BOARD:

All: Che(2), Ein(2), Mek(2), SiK: AIV: Ba(C,F,M), Bsb, Csu, CEu, Del, Dni, Nap, WAN.
 BI: CAm(C), Gui: BII: LTI, UTi: BIII: GaD(c,M), Mal(c,F); BIV: Dan, ES(2), Sca.
 GI: Mad, SAt: GII: Alb(M), Irs(2), Nga: GIV: Ara(C,M), EAm(M), Lev(M), Lin(M), MTI, Nil(M), Nub(M), Pal, PSD, Sha(M), Sib, Uin(M), UNI, Zag(M)
 OII: Hig(c,F); OIII: EGH, Irr, Tar, WDe(2), Wei; OIV: EDe(C), GaV.
 PIII: Cre(c,M), Mor(c), Pin(3), Pyr, SAp(c), Wlb.
 RIII: GPC(c,M), Mon, Sze, Yan, Yel; RIV: Hin, PPi, Tur, WSt.
 Fleets: Bla(A), BoB(O), Car(B), EMS(P), Red(G), SCS(A), WMS(P).

LEGEND: A = army, C = Capital, c = city, M = monument, F = fort (on land) or fleet (at sea), r-??? = retreats to ???, S = sea points, A,B,G,O,P,R = faction colors, I-VII = epoch, 2GIV = two green Epoch IV armies, IR = one red fleet, (6,5:3-1BII) = attacker rolls 6&5 defender (Black) rolls 3 and loses one Epoch II army.



VENGEANCE IS MINE

SEATING ORDER ESTABLISHED



The player order is:

- | | |
|-------------------|-------|
| 1) John Butitta | \$400 |
| 2) Paul Zieske | \$400 |
| 3) Chuck Hanna | \$400 |
| 4) T.J. Klausutis | \$400 |
| 5) Wayne Morrison | \$400 |
| 6) Don Chinnery | \$400 |

I would like to receive your pre-auction round orders for private companies, par value for the B&O (should you get it), and any votes on the optional "6" train.

Deadline will be three (3) days before the *Boris* deadline of July. Should I receive all the orders a week or more before the deadline the game will be adjudicated and announced to all the players.

IMPORTANT: Send your orders to Mark Frueh either by snail- or e-mail.

---"Merchant of Venice" (continued from ~~page 14~~ page 14)

We're Dill, Men	Little Fuzzy
Firebreathing Grnithopter (5c)	K7-3 Seeker (5c)
Hull: Shield	Hull:
Holds: Mulch Wine, Immortal Grease	Holds: Serpomechanisms
Cash: \$98	Cash: \$298

PRESS:

Y.U.C.H. to Universe: Is there anybody out there?

HEAD to Tigrone: Nice try guy, but I'm the split-personality. Those Gossuth are for me to find.

Weir ro WDM: Better Gate roll this time, eh?

Guamainians-MoUs: Mail to here is 4-7 days minus one, US postage. No problems.

INET ADDRESSES

P. & M. Bolduc: bolduc@eglin.af.mil or p.bolduc1@genie.geis.com	
J. Bryden: bryden@acs.ucalgary.ca	
J. Butitta: docjob@aol.com	
S. Cameron: scott7hxxl@aol.com	
D. Farrow: farrowdw@esvax.dnet.dupont.com	
R. Edison: charde@delphi.com	(Exp 9E)
J. Fisher: jefisher@eos.ncsu.edu or shadow@catt.ncsu.com	
E. Ford: e.ford6@genie.geis.com or ag471@yfn.ysu.edu	(Exp 27E)
D. Franz: 73742.3273@compuserve.com	
M. Frueh: 70413.2331@compuserve.com	
J. Fryling: fryling@dump.com	
P. Gaughan: gaughan@netcom.com	
D. Gorham: father.daniel@online.com.bx	
C. Hanna: cch@sma.usna.navy.mil	
T. Hare: hare@tara-lu.com	(Exp 4E)
C. Hassler: 70514.37@compuserve.com	
T. Klausutis: klaus@gauss.ccdsp.gatech.edu	
J. McHugh: 75545.334@compuserve.com	(Exp 17E)
W. Melnick: wmelnick@mailgate.sshchcan.edu	(Exp 14E)
T. Pasko: 76085.1713@compuserve.com	
M. Quist: qst@sr71.mavd.honeywell.com or 73312.1677@compuserve.com	
J&R Shacklett: jshack1@ulkyvm.louisville.edu	
P. Saunders: sandrap@aol.com	
M. Tsuk: tsuk@poboxa.enet.dec.com	
K. Wilson: kevin_wilson.mmi@notes.worldcom.com	
W. Wordelmann: bill.wordelmann@subsoft.com	
A. York: wandrew@aol.com or 73210.3053@compuserve.com	
C. Young: cyoung@aeromic@aerquip@geis.com	(Exp 8E)
R. Zozda: 75224.3603@compuserve.com	



1835

Aktienrunde 1 Revisited!
Minors & SX Operate!



Errata: Well, I gummed up the stock round last time. The amended one follows:

Spieldarstellung: (Aktienlimit = 9)

Farrow	310 M
Butitta	310 M
Frueh	310 M
Chinnery	310 M
Hare	310 M
R. Fisher	310 M
Zieske	310 M

Gesellschaftstellung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
#1			1		--	(1)
#2			1		--	(1)
#3			1		--	(1)
#4			1		--	(1)
#5			1		--	(1)
#6			1		--	(1)
BY	C92	0	10	0	---	(5)
SX	D88	0	10	0	---	(3)

Aktienrunde 1.

Farrow buys N-F (310M-100 = 210M).
Butitta passes. Frueh buys #2 (310M-170 = 140M).
Chinnery buys #1 (310M-80 = 230M).
Hare buys L-D (310M-190 = 120M).
Fisher buys #3 (310M-80 = 230M).
Zieske buys #4 (310-160 = 150M).
Farrow buys BY Direktor (210M-184 = 26M).
Butitta passes. Frueh buys BRAUN (140M-130 = 10M).
Chinnery buys #5 (230M-80 = 150M).
Hare buys #6 (120M-80 = 40M).
Fisher buys OB (230M-120 = 110M).
Zieske buys PB (150M-150 = 0M). BY floats!
All pass.

Betriebsrunde 1:

Privates pay Farrow (+5M), Fisher (+10M), Zieske (+15M), Hare (+20M), and Frueh (+25M). Price of HANN drops to 130M in accord with Optional Rule 2.

BY: Place token in O15. Lay #201 in O15(w) and #9 in N14(se). No train, so no run. Price drops to C86. Buy 2-train (460M-80 = 380M). Play token in L14N, closing NP.

Aktienrunde 2.

Farrow (31M), Butitta (310M), Frueh (35M) pass.
Chinnery buys Hann (150M-130 = 20M). Minors may run!
Hare (80M) passes. Fisher buys 1 BY (120M-92 = 28M).
Zieske (15M) and Farrow (31M) pass. Butitta buys 1 SX (310M-88 = 222M).
Frueh (35M), Chinnery, Hare, Fisher, Zieske, and Farrow pass.
Butitta buys 1 SX (224M-88 = 134M).
Frueh, Chinnery, Hare, Fisher, Zieske, and Farrow pass.
Butitta buys 1 SX (136M-88 = 48M). SX floats; Butitta becomes Direktor.
All pass.

Betriebsrunde 2:

Privates pay Fisher (+10M), Zieske (+15M), Hare (+20M), Frueh (+25M), and Chinnery (+30M).

#1: Place token in H2. Lay #202 in H2(sw). Buy 2-train (80M-80 = 0M).
#2: Place token in E19W. Lay #8 in E17(e). Buy 2-train (170M-80 = 90M).
#3: Place token in F14. Lay #57(w) in F14. Buy 2-train (80M-80 = 0M).
#4: Place token in G5. Lay #6 in G5(sw). Buy 2-train (160M-80 = 80M).
#5: Place token in E19N. Lay #7 in D18(se). Buy 2-train (80M-80 = 0M).
#6: Place token in C11(N). Lay #7 in B10(se). Buy 2-train (80M-80 = 0M).
SX: Place token in H16. Lay #5 in H16(se) and #69 in I17(w). No train, so no run. Price drops to D84. Buy 2-train (440-80 = 360M). LD is closed.
BY: Lay #9 in K13(se) and #8 in M13(ac) <472M-50 = 422M>. Run O15-L14 (60M). Pay dividends (DF +18M, RF +12M, PZ +6M). Buy 2-train (422M-80 = 342M). Price to C92.

Due next time are your orders for Aktienrunde 3 (SR 3) and Betriebsrunde 3 (OR 3). Remember that the BY and SX can lay two tiles a turn during Phase 1. Frueh has der Zug.

Spieldarstellung: (Aktienlimit = 9)

Farrow	49M, 3 BY(Dir)
Butitta	46M, 3 SX(Dir)

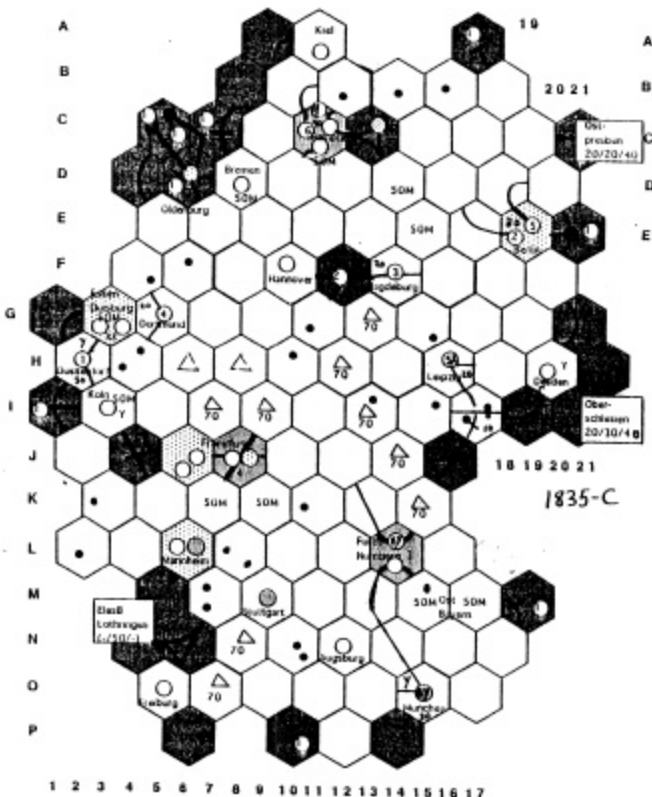
Freuh 60M, Braun, #2,
 Chinnery 50M, Hann, #1, #5
 Hare 80M, #6, 2 SX
 R. Fisher 50M, OB, #3, 2 BY
 Zieske 36M, PB, #4, 1 BY

Gesellschaftsteilung:

Name	Value	Pool	L.O.	Cash	Trains	Tokens
#1			0	0	2	H2
#2			0	90	2	E19N
#3			0	0	2	F14
#4			0	80	2	G5
#5			0	0	2	E19S
#6			0	0	2	C11N
BY	C92	0	4	342	22	O15, L14N(3)
SX	D64	0	5	360	2	H18, (2)

Verfuegbare Zugge: 2+2+2+2+3333,3+3+3+444,4+55,5+66,6+6+6+6+
 The Bank has 10757M.

Verfuegbare Gleisteile: #1(1), #2(1), #3(2), #4(3), #5(2), #6(2), #7(6), #8(14), #9(10),
 #55(1), #56(1), #57(1), #58(4), #69(1), #201(1), #202(1)





SILVERTON

TURN 10B/11A



ERRATA: Claim #12 operated for the first time and should've yielded 2+6 -> 1 Ag, not 0.5 Ag. It seems I've been forgetting to add the "C" Passenger Lines to the Available Claims.

PLAYER STATUS

#1: Don Chinnery	\$1425, (S+1, P), #60, #2(0.5 Au), P1, #11(2 Ag), #62, #617
#2: Bill Wordelmann	\$7725, (S, P+1), P2, P3, #6(0.5 Au, D), #3, P7, P4, #56, #4
#3: Wayne Morrison	\$0, (S+1, P), #64(12 C), #26(1.5 Ag), #27
#4: Paul Zieske	\$3350, (S, P+1), P5, #52(5 C), #12(1 Ag), #397
#5: Michael Quist	\$2300, (S+1, P), #9(1.75 Au), #16(2 Ag), P12, #1
#6: Dan Farrow	\$2550, (S, P+1), P6, #597

AVAILABLE CLAIMS:

#8: Fairplay (Au, \$500/\$250)	#18: Leadville (Ag, \$500/\$200)
#29: Lake City (Ag, \$300/\$150)	#30: Steamboat Springs (L, \$400/\$200)
#34: Dolores (L, \$700/\$200)	#39: Lumberton (L, \$800/\$250)
#53: Craig (C, \$200/\$100)	#59: Durango (C, \$400/\$100)?
#61: Canon City (C, \$500/\$150)?	Passengers Cards 8,9,10,11,13
The Deck	

TURN 10B/11A ACTION:

#1: Buy #61 (-\$500). Operate #11 (-\$250; 6 -> 0.5 Ag), #62 (-\$100; 2+6 -> 3 C), and #61(-\$150; 6+6 -> 5C). Sell 2 Ag to Zieske (+\$2400). Run P1 (+\$100). Deliver 3C to Denver(+\$1800) / Survey Denver northward (-\$700). Prospect Deck (#24).

#2: Operate #3 (-\$200; 8 -> 0.25 Au), #56 (-\$150; 10 -> 4 C), & #4 (-\$300; 1+6 -> 0.25 Au). Run P2, P3, P4 & P7 (+\$250+400+1350+800). Sell 0.25 Dillon Au & 0.25 Leadville Au (+\$3000). / Survey Denver-Georgetown (-\$800). Prospect #18 (-\$5).

#3: Sell 8 C @ Pueblo (+\$2400). / Prospect #39 (-\$800). Survey south towards Santa Fe (-\$600).

#4: Decline #39. Operate #12 (-\$250; 5 -> 0.5 Ag). Buy 2 Ag from Chinnery @ #11 (-\$2400). Run P5 (+\$100). Deliver 3.5 Ag to SLC (-\$7000). / Survey 8-segment in B3 (-\$900). Prospect P11 (-\$50x31 = -\$1550).

#5: Decline #18. Operate #16 (-\$200; 10 -> 1.5 Ag) & #9 (-\$250; 7 -> 0.25 Au). Run P12 (+\$1250). Deliver 2 Ag from Aspen to SLC (+\$4000). / Survey the \$500 route south from Grand Junction. Prospect Deck (#11).

#6: Buy #59 (-\$400). Operate #59 (-\$100; 2+6 -> 3 C). Run P6 (+\$600). / Survey 8 length track in H6 to Lumberton (-\$1400). Prospect #34 (-\$700).

DISPUTES: None

THE MARKETS:

Gold:	5+(4*5) = -1 -> \$5500	Denver Silver	6-3 = +2 -> \$2000
SLC Silver	2+(2*5) = -2 \$1800	Denver Lumber	5-3 = +2 -> \$1000
SLC Lumber	5-3 = +2 -> \$800	Pueblo Lumber	7-3 = +1 -> \$1000
SF Lumber	7-3 = +1 -> \$500	Denver Coal	11+(3/2)-3 = nc -> \$500
SLC Coal	6-3 = +2 -> \$500	Pueblo Coal	6+(8/2)-3 = nc -> \$300
SF Coal	6-3 = +2 -> \$600		

PLAYER STATUS

#1: Don Chinnery	\$4025, (S+1, P), #60, #2(0.5 Au), P1, #11(0.5 Ag), #62, #61(5 C), #247
#2: Bill Wordelmann	\$11375, (S, P+1), P2, P3, #6(0.5 Au, D), #3, P7, P4, #56, #4, #18
#3: Wayne Morrison	\$1000, (S+1, P), #64(12 C), #26(1.5 Ag), #27, #3
#4: Paul Zieske	\$5350, (S, P+1), P5, #52(5 C), #12, P11
#5: Michael Quist	\$6800, (S+1, P), #9(2 Au), #16(1.5 Ag), P12, #11
#6: Dan Farrow	\$550, (S, P+1), P6, #59(3 C), #34

AVAILABLE CLAIMS:

#8: Fairplay (Au, \$500/\$250)	#11: Heber City (Ag, \$500/\$250)?
#24: Ouray (Ag, \$300/\$200)?	#29: Lake City (Ag, \$300/\$150)
#30: Steamboat Springs (L, \$400/\$200)	#38: Pagosa Springs (L, \$200/\$100)
#53: Craig (C, \$200/\$100)	Passengers Cards 8,9,10,13,14,16
The Deck	

Due next time are your Turn 11 operate and deliver decisions for your claims, and your surveying and prospecting druthers for Turn 12. Remember Turn 12 is SNOW!

DEFUNCT CLAIMS: #1, 10, 38, 42, 49, 63, 67

THE MAP:

Owned routes have their prices replaced by the owning player's number. Purple (snow-blocked) routes have their price/owner # underlined. Current prices have a black dot (or arrowhead) in the appropriate box.

PRESS:

The D&B (Denver and Boulder) RR has Silver available at Heber City, Gold at Marysville. Special terms available.



MERCHANT OF VENUS RELICS REVEALED!



Turn 4.4-5.4

ERRATA: The first half of Tyrone's move were fossil orders. It should've been "N7(WarTorn System)-R-R-(Y10)-?(B20-\$20)-R-B-(Y)-00-R-R10(-\$10)-Asteroid City East." The rest is correct. Gizmo bought Megalithic Paperweight with 10U. HEAD barter the 10U for Designer Genes.

The Cast:	Role	Race	Ship	Rolls This Time
Don Chinnery:	Gizmo	Eepseep	Sc	4,2,1 / 2,1,1
Bill Wordelema:	W.D.M.	Dell	Sc	5,4,1
Mike Quist:	Little Fuzzy	Nik	Sc	6,5,4
Mike Klausulis:	Tyrone	Wynnom	Sc	5,3,2
Chris Hassler:	Y.U.C.H.	Human	CI	4,4,4,3
Richard Weiss:	H.E.A.D.	Quossuth	Sc	5,4,2

TURNS 4.4-5.4:

Gizmo: (4,2,1) Terror Station(s)-00-?(T65)-00-B10(-\$10)-B20(?).
 W.D.M.: (5,4,1) MultiGeneration Ship-B20-NC5-R-Y-R-Space Station Planet. Sell Mulch Wine (+\$60, draw Dust +\$50 @ 7b), and buy 1 Immortal Grease (-\$50)
 Little fuzzy: (6,5,4) Moonport(s)-00-Y-?(Switch Switch)-Y-R-NC5-?(Mulligan Gear)-NC5-R-R-?(Gate Lock)-00-Paintfall(s). Sell Rock Videos (+\$200, draw Pelts +\$50 @ 2) and buy 1 Servomechanism (-\$200).
 Tyrone: (5,3,2) Asteroid City East-?(B30).
 Y.U.C.H.: (3,3,3,2) B20-00-Terror Station(s). Sell Chiclic Liquor for \$90 (draw Grease +\$50 @ 9a) and buy Megalithic Paperweights for \$90.
 H.E.A.D.: (4,3,2) Jellybeast Landing(s)-00-R-Y-R-B-Y-R-?(R20).
 Gizmo: (2,1,1) B20(?) -R-B-Y-R-Rhome(00).

Due next time are two orders from WDM and one order from everyone else. Your rolls are WDM (4,4,3 @ 5,4,1), L Fuzzy (4,2,1), Tyrone (5,2,1), YUCH (3,3,2,1), HEAD (5,2,1), and Gizmo (5,5,1). Note we have a new address for HEAD.

Culture Summary:

- 1a: Giant Planet. Bionic Perfume(5), port(3), factory
- 1b: Water World. Well Silk(5), port(2), factory
- 2: ????. Space Spice(6), port(?), factory, demand for Pelts (+\$50)
- 3: Multigeneration Ship. Mulch Wine(4), port, factory
- 4a: Colony World. Finest Dust(5), port(2), factory
- 4b: Inhabited Moon. Rock Videos(4), port(2), factory
- 6: Space Station Planet. Immortal Grease(5), port, factory.
- 7a: Interstellar Biosphere. Chiclic Liquor(5), port, factory.
- 7b: Polluted Planet. Servomechanisms(4), port(2), factory, demand for Dust (+\$50)
- 9a: Jungle World. Designer Genes(6), port(2), factory, demand for Grease (+\$50)
- 9b: War-Torn System. Megalithic Paperweights(4), port(2), factory
- 10: Asteroid System. Psychotic Sculptures(3), port(2), factory

LOOSE THINGS: Switch Switch @ S? in Inhabited Moon. B20 in SW? in War-Torn System, R20 at SE? in the Cloud, R30 in S? in Jungle World. Fare-9A at Base. T65 in SE? of War-Torn System. T66 in S? of Polluted Planet. Mulligan Gear SE of Wet Landing. Gate Lock N? of Polluted Planet. R30 NE? of Asteroid System. R20 N? of Ice Planet.

Tyrone
Thunderbolt Immortal Greaseslapper (Sc)
 Hull: Yellow Drive
 Holds: Immortal Grease, Psychotic Sculpture
 Cash: \$0
 10Us: \$100(#6)

Yngwie's Universal Clearing House
Profit Monger II (CI)
 Hull:
 Holds: Megalithic Paperweights
 Cash: \$60
 10Us: \$100(#7a)

Horizon Expanding Aphrodisiac Deadheads
Weir (Sc)
 Hull: Shield
 Holds: Finest Dust, Designer Genes
 Cash: \$100
 10Us: \$60(#4a)

Gizmo
Pacific 2-3-1 (Sc)
 Hull: Jump Start
 Holds: Megalithic Paperweight
 Cash: \$60
 10Us: 90(#9b)

---Continued on page 9

DUNE

Harkonnen Sialk Fremem!

TURN 2

ERRATA: The Fremem tokens listed at False Wall East last time should've been at False Wall South. We forgot to list the Fremem shipment (3T & 1* to Habbanya Erg) and movement (3T from Sietch Tabr to Funeral Plain). H finished Turn 1 with 12S.

THE CAST

ATREIDES (Weiss): 1C, 4S, 7T @ Arrakeen, 11T @ Broken Land
BENE GESSERIT (Deb Osborne): 2C, 2S, 1T @ Carthag, Arrakeen, Habbanya Ridge Flat(s16).

EMPEROR (Tauk): 2C, 8S.

FREMEN (Morrison): 2C, 6S, 3L, 1* @ Sietch Tabr, 4T @ False Wall South, 2T @ False Wall West, 3T @ Funeral Plain.

GUILD (Anderson): 1C, 24S, 5T @ Tuck's Sietch

HARKONNEN (Bryden): 4C, 12S, 6L, 10T @ Carthag, 3T @ Habbanya Erg

TANKS: E 3T, F 3T & 1*, H 1T, Jamis.

TURN 2:

1. The Storm moves to Sector 6.

2. Spice blows occur at Broken Land (8) and Great Flat (10).

3. Bidding: B collects 2S CHOAM charity.

H bids 4S, F bids 3S, A & E bids 2S. H gets _____ & _____ (4S to E).
 F bids 3S, E bids 2S. F gets _____ (3S to E).

H, G, F, E & A bid 5, 4, 3, 2 & 1S resp. H gets _____ & _____ (4S to E).

A bids 4S, F bids 3S, E bids 2S. A gets _____ (4S to E).

G bids 4S, F bids 3S, E bids 2S, B bids 2S. G gets _____ (4S to E).

F bids 3S, E bids 2S. F gets _____ (3S to E).

The Emperor bribes the Harkonnen 6S; Harkonnen will attack the Fremem sometime during the next three turns.

4. Revival: E revives 3T (-4S). F revives 2T & 1*, and H revives 1T.

5. Shipment: E ships 3T to Shield Wall (10S to G, 1 B accompanies). F places 3T & 1* @ The Great Flat, G ships 4T to Tuck's Sietch (-2S, B hitchhikes 1T). H ships 1T to The Great Flat (2S to G). B ships 1T to Polar Sink (2S to G).

6. Movement: A moves 8T from Broken Land to Rock Outcroppings(s14). F moves 3T Funeral Plain to Sietch Tabr. H moves 3T Habbanya Erg to The Great Flat.

7. Combat: The Great Flat: F (3T & 1* (@)) vs H (4T)

Due next time are Turn 2 Combat orders and orders to Turn 3 Spice Blow. Note that Atreides has a new address.

ATREIDES (Weiss): 2C, 0S, 7T @ Arrakeen, 3T @ Broken Land, 8T in Rock Outcroppings.
BENE GESSERIT (Deb Osborne): 2C, 2S, 1T @ Carthag, Arrakeen, Habbanya Ridge Flat(s16), The Great Flat, Tuck's Sietch, Polar Sink.

EMPEROR (Tauk): 2C, 20S.

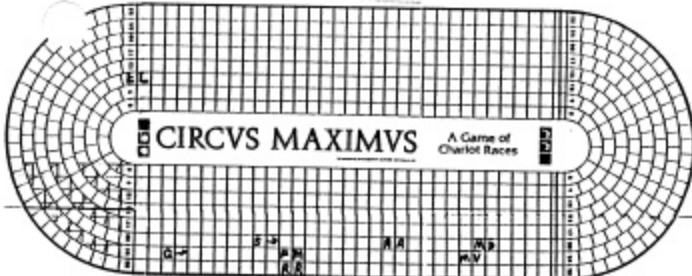
FREMEN (Morrison): 4C, 0S, 3L, 3T & 1* @ Sietch Tabr, 3T @ False Wall South, 2T @ False Wall West, 3T & 1* @ The Great Flat.

GUILD (Anderson): 2C, 32S, 9T @ Tuck's Sietch

HARKONNEN (Bryden): 8C, 5S, 6L, 10T @ Carthag, 4T @ The Great Flat

TANKS: F 1T, Jamis.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, B = Bene Gesserit, C = card, E = Emperor, F = Fremem, G = Guild, H = Harkonnen, KH = Kwitzsch Haderach, L = leaders, S = spice, s# = sector #, T = token.



MORE HORSEMEAT:

OPP'S	COLOR	DRIVER (C/M/D/N)	CART	Wheels	TEAM	END	Speed	D/E
2-1	White	Angela Amazonae (0/6)	H	0/0	3445	17	18	1/1
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	15	18	1/1
8-1	Blue	Quintus (+1/6)	H	0/0	644-	20	15	1/1
9-1	Black	Flippus Maximus (+1/6)	H	0/0	5431	18	14	1/1
11-1	Red	Marcia Victoria (+1/8)	M	0/0	7436	08	21	1/1
17-1	Green	Maddus Davidus (0/5)	H	0/0	6545	12	20	1/1
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	4434	29	17	1/1
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	14	12	1/0

F Maximus: 14, whip (+6 MP, -6 END). Ahead 1, corner strain (+3: 8-1 n/c, -3 END), ahead 4, out 2, attack R. Rebbus cart-to-horse. RR fails to brake (9+2 vs 11+1) and takes (7+3 -> 2 Injury pts) to his #1 horse. Ahead 3, out 1, ahead 4, in 1, ahead 2, attack M. Davidus cart-to-horse. MD fails to brake (8 vs 9+1) and takes (8+3 -> 3 Injury pt) to his #4 horse. Ahead 2.

M. Davidus: 20-3, no whip. Ahead 4, attack F Maximus cart-to-horse. FM brakes (6+1 vs 6, -2 END): Ahead 12.

A. Amazonae: 18, no whip. Ahead 5, attack M Victoria cart-to-horse. MV brakes (7+1 vs 2: -2 END). Ahead 5, attack F Maximus cart-to-horse. FM brakes (7+1 vs 3: -2 END). Ahead 8.

Quintus: 15, whips (+2 MP, -2 END) = 17. Ahead 16, out 2, attack R. Rebbus cart-to-horse. RR fails to brake (6+2 vs 10+1) and takes (10+3 -> 5 Injury pts) to #1 horse, killing it (-7 END).

Sartorius: 18, no whip. Ahead 15, attack M Victoria. MV fails to brake (5+1 vs 11+2) and takes (7 -> 1 Injury pt) to #1 horse. Ahead 2.

L. Lucius: 12, no whip. Ahead 10, in 2.

M. Victoria: 21(-1), no whip. Ahead 3, out 1, ahead 18, in 1.

R. Rebbus: 17, whip cancelled. Cut horse (17-(9-2). Ahead 9, in 1.

Due next time are orders for Turn 9. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible.

OPP'S	COLOR	DRIVER (C/M/D/N)	CART	Wheels	TEAM	END	Speed	D/E
2-1	White	Angela Amazonae (0/6)	H	0/0	3445	17	16	1/1
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	15	18	1/1
8-1	Blue	Quintus (+1/6)	H	0/0	644-	20	15	1/1
9-1	Black	Flippus Maximus (+1/6)	H	0/0	5431	05	14	1/1
11-1	Red	Marcia Victoria (+1/8)	M	0/0	7436	06	20	1/1
17-1	Green	Maddus Davidus (0/5)	H	0/0	6542	12	17	1/1
20-1	Yellow	Randius Rebbus (+2/8)	H	0/0	-434	22	13	1/1
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	14	12	1/1

--BRITANNIA (continued from p 17).

LEGEND: A = army, C = cavalry, L = leader, R = raider, (#) = population points, r-??? = retreats to ???, * = has submitted.

PRESS: *Dunedin Times* A.D. 610: Refugees from Moray and Strathclyde report Picts "too numerous to count" coming out of the northern hilands.

STELLAR CONQUEST

The games are presently awaiting:

FLESH GORDON--Combat orders for Turn 37.

SIMON WAGSTAFF--Production orders for Turn 36 and orders for Turns 37-40. One of our players is *incommunicado*.

Please expedite your orders. The time you save is only your own.



BRITANNIA

Turn 8B/9A



The Cast:

PURPLE: Paul Zieske
GREEN: Chuck Hanna

BLUE: David Anderson
RED: Wayne Morrison

EVENTS: The Caledonians sortied out of Hebrides-Skye (5.1:6), lost one army and retreated back to Hebrides.

The Board:

SCOTS (2): 1A @ Mar, Dunedin, Irish, Fergus @ Dunedin.
JUTES (1): 2A @ Kent.
SAXONS (2.5): 1A @ Downlands, Sussex, Wessex.
ANGLES (2): 2A @ York; 1A @ Bernicia, Cumbria, Lothian, North, Pennine.
ROMANO-BRITISH (0.5): 2A @ Norfolk; 1A @ Avalon, Essex, S Mercia.
BELGAE (2): 1A @ Lindsey.
WELSH (2.5): 2A @ Cheshire and March; 1A @ Clwyd, Cornwall, Devon, Gwent, & Powys.
BRIGANTES (1): 1A @ Galloway.
PICTS (0.5): 4A @ Moray, 2A @ Strathclyde, 1A each @ Alban, Caithness, Orkney, Skye.
CALEDONIANS (1.5): 1A @ Hebrides.
IRISH (2): 1A @ Hwicce.

Score: Purple 71, Red 34, Blue 31, Green 20.5.

TURN 8 (Continued)

SCOTS (2): Remove Fergus. Grow 1.5 Population Pt. Add 1A @ Dunedin. Move 2A Dunedin-Lothian (5.3:3 -1 Angle). 1A Irish-Mar, 1A Mar-Dunedin.
JUTES (1): Grow 1 Population Pt. 2A @ Kent-Sussex (3.1:6 -1 Jute, r-Kent).
SAXONS (2.5): Grow 2.5 Population pts. Add 1A @ Wessex, 2A Wessex-Avalon (3.2:6; 1:2, 5.2 -1 Sax, -1 RB, +1 VP). 1A Sussex-Wessex.
ANGLES (2): Grow 2.5 Population Pts. Add 1A @ Bernicia, 2A Yor-Lothian, 1A North-Lothian, 1A Bernicia-Lothian (6.5,3.2:6.5 -2 each).

Score: Purple 71, Red 35, Blue 31, Green 20.5.

TURN 9

Green (3) votes for the Jutes for Bretwalda. Red (5) and Purple (3) vote for the Welsh. Blue (5) votes for the Angles. Welsh fail to get a majority, so there is no Bretwalda.

ROMANO-BRITISH (2.5): Grow 3 Population Pts. Add 1A @ Essex, 1A Norfolk-Essex, 2A Essex-Wessex (6.5:3 -1 Saxon, +1 VP), 1A Norfolk-Suffolk.
BELGAE (2): Grow 0.5 Population Pt. Hold.
WELSH (2.5): Grow 4.5 Population Pts. Add 1A @ Powys & Clwyd, 1A Powys-Dyfed, 1A Clwyd-Gwynedd, 1A Cheshire-York. Score 6 VPs for occupying York.
BRIGANTES (1): Grow 1 Population Pt. Hold.

We halt here. Due next time is the rest of Turn 9 and as much of Turn 10 as you can manage. Angles & Saxons have boats in each. Angles have a possible leader in each.

Score: Purple 72, Red 35, Blue 31, Green 26.5.

The Board:

PICTS (0.5): 4A @ Moray, 2A @ Strathclyde, 1A each @ Alban, Caithness, Orkney, Skye.
CALEDONIANS (1.5): 1A @ Hebrides.
IRISH (2): 1A @ Hwicce.
SCOTS (0.5): 2A @ Lothian, 1A @ Mar, Dunedin.
JUTES (2): 1A @ Kent.
SAXONS (2): 1A @ Downlands, Avalon, Wessex.
ANGLES (2): 1A @ Bernicia, Cumbria, Pennine.
ROMANO-BRITISH (0.5): 2A @ Wessex, 1A @ Essex, S Mercia, Suffolk.
BELGAE (2.5): 1A @ Lindsey.
WELSH (1): 2A @ March; 1A @ Cheshire, Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys & York.
BRIGANTES (2): 1A @ Galloway.

--Continued on p 16



MAGIC REALM

SET-UP



THE CAST:

John Butitta:	Willie the Pilgrim
Marcel Carbonneau:	Amber Rose the Amazon
Don Chinnery:	Raki the Wizard
Dan Farrow:	Simplomo the Sorcerer
Dan Osborne:	Smaug of the Dark Helmet, a Black Knight
Debbie Osborne:	Thoin of the Grotto, an Amazon

OUTFITTING: Willie and Raki draw their staves from the Soldiers. Amber Rose takes her breastplate, helmet and shield from the Patrol and her short sword from the Soldiers. Thoin (pronounced THO-in) takes her helmet, shield, and short sword from the soldiers and her breastplate from the Company. Smaug of the Dark Helmet takes his armor from the Order, his shield from the Soldiers, and his mace from the Guard.

EQUIPMENT AVAILABLE

Company:	helmet, shield
Guard:	helmet, breastplate, mace, broadsword, two axes
Lancers:	four spears
Order:	armor, two H axes, H sword, morning star, crossbow
Patrol:	nothing
Soldiers:	two helmets, two thrusting swords, short sword
Woodfolk:	two L bows, M bow

DAY 1

Willie @ Chapel:
Simplomo @ Inn:
Raki @ Guard:
Amber Rose @ Inn:
Thoin @ Inn:
Smaug @ Inn:

MONSTER ROLL = ?

We'll pause here to allow one of the above to submit Day 1 orders, B) to allow Tyrone, Oldbat & DC, and Glod to join in, C) to allow one of the above to submit a 5th VP, and D) to allow a few more "thumbnail sketches", like those below, to be submitted. Due next time are orders for Day 1 and any "character profiles" you may wish to share.

MEET THE ADVENTURERS:

Willie the Pilgrim is searching for fame and fortune and an extra spell or two. After he accomplishes that, Willie plans to search for the truth in his leisure time. But as they say, no money no mission, so Willie plans to take care of some personal financial and professional needs before pursuing ethereal ideals.

Simplomo's friends see him as a peace loving opportunist. His enemies refer to him as a greedy little coward. His *modus operandi* is to sneak in, take whatever isn't nailed down, (if he can pry it loose, it isn't nailed down) and disappear into a cloud of smoke.



"If I read this formula correctly, Stein . . .
we have a monster on our hands."

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